SPECIAL 'SALUTE TO HALLOWE'EN' ISSUE!

sonic the comic

95p

Number 12 OCTOBER 30th 1993
Britain's OFFICIAL SEGA COMIC
Every Fortnight

starring SONIC THE HEDGEHOG

TRICK OR TREAT?

YOU DECIDE. READ DECAP ATTACK - IF YOU DARE!

9 770969 304006 43

PLUS! SONIC ● STREETS OF RAGE ● KID CHAMELEON!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Pay attention. Big things are coming and they're coming fast!

For a kick-off, this issue sees the end of the current series of **Streets of Rage** and **Kid Chameleon** (fret not, pals, they'll both be back before you know it). Which means, of course, that next issue we start two new stories. A glance to the right will tell you just what those series are. Yes, due to huge demand, **Ecco the Dolphin** is coming to STC! You asked for him and - amazingly - the humes in charge heard your pleas. Joining **Ecco** will be a brand-new **Legend of the Golden Axe**. Totals thrills or what?

That's not all. How about some free gifts for the next couple of issues? STC's 13 and 14 will feature a couple of wild and wacky items exclusively for all you great Boomers out there. Hold it, there's more! Next issue contains a great new compo with truckloads of Sonic toys and games to be won. Then in the following issue we're giving away Sonic books - dozens of them.

And then - no, I think you've had enough excitement for one Control Zone. I keep forgetting what fragile nervous systems you humes have. Just make sure you have a regular order for STC. I wouldn't want you to miss anything!

Megadroid

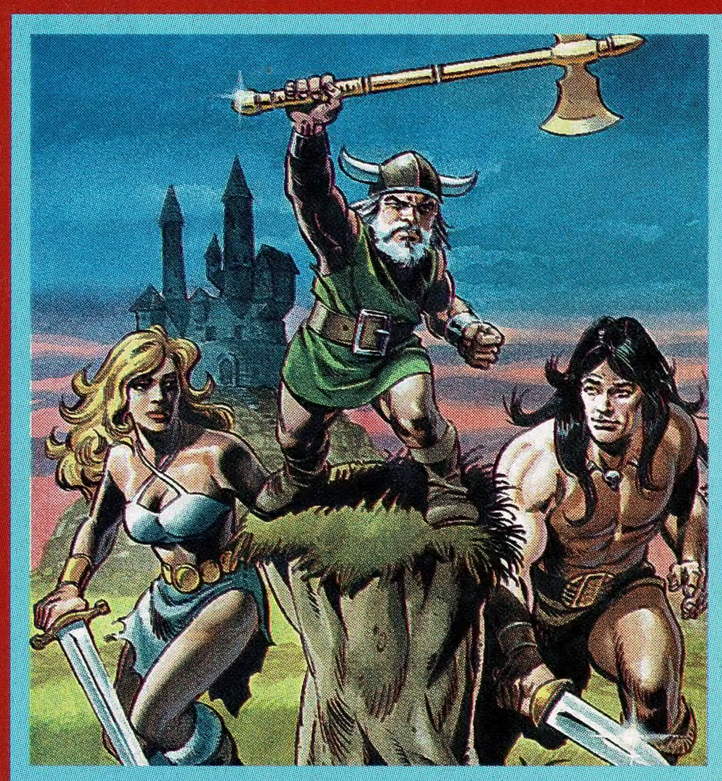
Free Gifts!

STC starts the season of goodwill early by giving away great free gifts with the next two thrill-packed issues. Check out STC 13 for your exclusive, ready-to-wear, seriously fashionable STC belt clip! Then, in STC 14, well, let's just say that Christmas will never be the same again! Don't miss a single moment of the great things coming to you from STC. Start queuing outside your local newsagent now!

New To STC!

Coming next issue, the start of a brilliant new series featuring one of the hottest Sega Superstars ever - plus the return of an old favourite. Feast your optic circuits on the following:

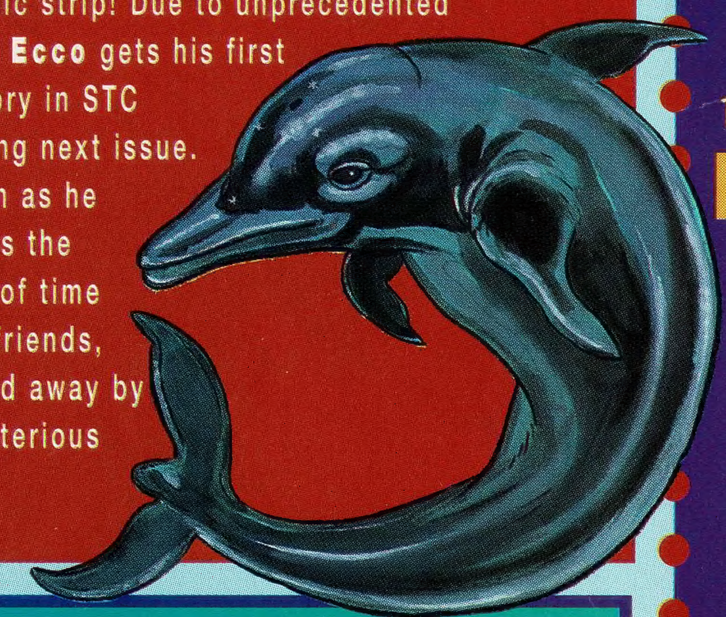
THE LEGEND OF THE GOLDEN AXE



Ax-Battler, Gilius Thunderhead and Tyris-Flare return in their great new STC adventure, 'Plague of the Serpents'. Join the trio as they journey to Rockguard, home of Gilius' people - where sorcerous snakes await their arrival!

ECCO THE DOLPHIN

You've played the game - now prepare for **Ecco** the comic strip! Due to unprecedented demand **Ecco** gets his first ever story in STC beginning next issue. Join him as he searches the oceans of time for his friends, snatched away by the mysterious vortex.



The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1	new	MORTAL KOMBAT
2	▼	JUNGLE STRIKE
3	new	JURASSIC PARK
4	▼	MICRO MACHINES
5	—	PGA TOUR GOLF 2
6	—	FLASHBACK
7	▼	BUBSY THE BOBCAT
8	▼	COOL SPOT
9	▼	ECCO THE DOLPHIN
10	RE	SUPER KICK OFF

MEGA CD

1	new	BATMAN RETURNS
2	—	NIGHT TRAP
3	▼	FINAL FIGHT
4	—	SHERLOCK HOLMES
5	▲	ROAD AVENGER
6	▲	PRINCE OF PERSIA
7	▼	JAGUAR XJ220
8	—	TIME GAL
9	▼	AFTERBURNER 3
10	▼	BLACK HOLE ASSAULT

MASTER SYSTEM

1	new	MOTAL KOMBAT
2	—	ASTERIX
3	▼	SONIC THE HEDGEHOG 2
4	▼	MICKEY MOUSE 2
5	▼	ALIEN STORM
6	RE	TAZ-MANIA
7	RE	MICKEY MOUSE
8	▼	DOUBLE DRAGON
9	new	WORLD TOURNAMENT GOLF
10	▼	CHAMPIONS OF EUROPE

GAME GEAR

1	new	MORTAL KOMBAT
2	▼	SONIC THE HEDGEHOG 2
3	▲	LEMMINGS
4	▼	MICKEY MOUSE 2
5	▼	WORLD CUP SOCCER
6	—	TAZ-MANIA
7	▲	NINJA GAIDEN
8	▼	STREETS OF RAGE 2
9	RE	TERMINATOR
10	RE	SUPER KICK OFF

SPONSORED BY PENGUIN BISCUITS — ELSPA CHARTS COMPILED BY GALLUP

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Sonic THE HEDGEHOG

PLANET MOBIUS, S.R.R. *

DEEP IN THE WEIRD AND WHACKY WORLD OF THE HIDDEN ZONE...

LOOK! UP IN THE SKY — A SHOOTING STAR!

* STILL RULED BY ROBOTNIK!

ISN'T THAT BEAUTIFUL?

THAT'S NOT A SHOOTING STAR, SAMMY — IT'S COMING STRAIGHT TOWARD US!

KRAKAHH!

WOW! WHAT IS IT? IT LOOKS LIKE A BIG, BLUE METEORITE!

IT'S NO METEORITE, SAMMY — I THINK IT'S A SUPER-COOL HEDGEHOG!

GEE, I WONDER WHO HE IS?

HIDDEN DANGER!

Script: Mark Millar Art: Carl Flint Lettering: Ellie de Ville

EVEN DEEPER IN THE HIDDEN ZONE...

GET OUR LEADER — GET STEVE OWL!

THE HEDGEHOG'S WAKING UP!

HUH? WHERE AM I? LAST THING I REMEMBER I WAS FIGHTING DOCTOR ROBOTNIK ON HIS NEW SKY FORTRESS.

YOU'RE IN THE HIDDEN ZONE, FRIEND!

THE HIDDEN ZONE?

THIS IS THE ONE PLACE ON MOBIUS DOCTOR ROBOTNIK WILL NOT FIND YOU. A SAFE HAVEN FOR ALL WHO WISH TO ESCAPE HIS EVIL RULE.

THIS PLACE IS PROTECTED BY A *CLOAKING DEVICE* — WE WANT TO KNOW HOW YOU MANAGED TO FIND US!

YOU'RE ASKING THE WRONG HEDGEHOG, BIRD-BRAIN! MY BUMP ON THE HEAD IS WORSE THAN IT LOOKS--

I CAN'T EVEN REMEMBER WHO I AM.

MEANWHILE, ON DOCTOR ROBOTNIK'S NEW SKY FORTRESS.

OUR MISSION WAS A FAILURE, DOCTOR ROBOTNIK. SONIC ESCAPED US YET AGAIN!

HAHAHA! YES, I *KNOW!*

BUT AREN'T YOU ANGRY, DOCTOR ROBOTNIK — ER, OH GREAT ONE? AREN'T YOU GOING TO MAKE US LISTEN TO 'TAKE THAT' AGAIN AS PUNISHMENT?

NOT AT ALL! SONIC MAY HAVE WON A BATTLE BUT THE *WAR CONTINUES.*

THAT LITTLE BLUE RODENT HAS LED ME STRAIGHT TO THE HIDDEN ZONE — A VAST AREA I'VE WAITED TO PLUNDER FOR YEARS!

SEE, MY BADNIK'S ARE READY FOR *CONQUEST!*

WHAT DO WE WANT?

AN END TO THE HIDDEN ZONE!

WHEN DO WE WANT IT?

AT THE EARLIEST OPPORTUNITY!

YOU CAN'T REMEMBER *ANYTHING* BEFORE YOUR FIGHT WITH ROBOTNIK? NOT EVEN YOUR *NAME?*

NOPE. ALL I CAN REMEMBER IS THAT I WAS SOME TOTALLY COOL DUDE!

STEVE OWL! STEVE OWL!

BADNIK'S ARE DROPPING FROM THE SKIES, STEVE — THEY'VE *FOUND US!*

WHAT IS IT, BENNY? WHAT'S THE MATTER?

GOOD GRIEF!

RISE AND SHINE, YOU FURRY SCUM!

THE HIDDEN ZONE IS UP FOR GRABS!

LOOK OUT!

KROOM!!

BOOOOM!!

HAHAHA! LOOK AT THE LITTLE CREEPS RUN!

KROOM!

WHAT'S HAPPENING, STEVE? WHAT'S GOING ON?

WE'RE UNDER ATTACK! THERE'S NOTHING YOU CAN DO!

COME ON, CUTIES — WE JUST WANT TO TURN YOU INTO EVIL ROBOTS! IT DOESN'T HURT...

TOO MUCH!

HAHAHAHA!

VADOOM!

IF ONLY I COULD REMEMBER WHO I WAS! I'M SURE I COULD LICK THIS LOT!

TOO LATE NOW! WE'RE DONE FOR!

YOU PEACE-LOVING LITTLE PIN-HEADS! I WOULD HAVE EXPECTED MORE OF A FIGHT FROM SONIC THE HEDGEHOG!

SONIC THE HEDGEHOG! THAT'S IT! YOU JUST SAID THE MAGIC WORDS, CREEPO!

GO, SONIC! GO GO GO!

EAT MY DUST, PIXEL-BRAINS!

BOP

BOP

BOP

BOP

SONIC THE HEDGEHOG! I'VE HEARD STORIES ABOUT THAT HERO— I NEVER THOUGHT HE WAS REAL!

GO FOR IT, SONIC!

FZZOOM!

HEADS UP, BADNIKS, THIS IS MY SPECIALITY SUPER-SONIC SPIN!

RUN FOR IT, LADS!

NOBODY CAN OUTRUN SONIC, BUSTER! YOU'LL LEARN!

BOP

BOP

BOP

TAA-DAA!! BACK TO MY HANDSOME, SUPER-COOL SELF!

HMM. I THINK I PREFERRED HIM WHEN HE WAS CONFUSED!

DON'T KNOCK THE BLUE GUY, PAL. HE SAVED US FROM A ROBOTIC FUTURE!

OIL FOR TEA EVERY NIGHT!

YUK! I HATED IT!

WHAT ABOUT OUR HOME, SONIC? WE CAN'T STAY IN THE HIDDEN ZONE ANY MORE!

I'M WAY AHEAD OF YOU, BIRD-FACE! FOLLOW ME! I'VE FOUND THIS BRIDGE. I'LL TAKE YOU ALL TO THE EMERALD HILL ZONE!

YOU'LL FIND FRIENDS THERE...

FRIENDS YOU CAN JOIN IN THE ON-GOING FIGHT TO FREE MOBIUS FROM THE EVIL DICTATOR— *ROBOTNIK!*

FREE MOBIUS!

FREE MOBIUS!

"THAT *BAD EGG* MUST BE *BOILING* WITH RAGE!"

GRRR. HOW DARE HE *POACH* MY BELOVED BADNIKS—

ONE DAY I'M GOING TO *SCRAMBLE* THAT SPIKEY SKUNK— PERMANENTLY!

THAT'S WHAT HE THINKS! JOIN SONIC AGAIN NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Vincent Low & David Gibbon.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

COSMIC SPACEHEAD

game type: ARCADE ADVENTURE
1 PLAYER

If there's one alien thats very frustrated, it's **Cosmic Spacehead.** Can you believe it? He has just discovered some place called Earth, yet no one on planet Linoleum believes him!

Not to be outdone by setbacks, Cosmic decides to go back to Earth, which is where you come in. You must help Cosmic regain respect by finding a spacecar and a camera, then fly to Earth, take some snaps and return to glory!

The game contains two main parts - the adventure and arcade sections. In the adventure parts, Cosmic can use one of five different options to get further - Pick Up, Talk, Look, Use and Give. An inventory appears at the bottom of the screen, allowing you to see and interact with the objects Cosmic is carrying.

Each adventure section is connected by one of 32 arcade sequences where you control Cosmic directly instead of using commands. Here, you can move him left, right or jump. There are enemies to avoid (they can't be killed) and Cosmic Candy to collect. An extra life will be awarded if 10 pieces of Candy is picked up.

Cosmic Spacehead has all the qualities of an excellent game; addictive, very playable, great graphics, and its entertaining. You can have discussions with people, have your photo taken in the photo booth and even gamble your money in the fruit machine. Cosmic is one cool alien! - DG.

FAST FAX

PUBLISHER: CODEMASTERS
PRICE: £39.99

GRAPHICS 87
SOUND 84
PLAYABILITY 92

RAVES
Highly original mix of arcade and adventure games

GRAVES
Some of the puzzles are difficult to solve

OVERALL 90%

SONIC CHAOS

game type: ACTION
1 PLAYER

The new Sonic game has arrived! **Sonic Chaos** is the latest in the **Sonic** series for the Sega 8-bit systems, the Master System and Game Gear.

So what's new, I hear you ask?

Well, Doctor Robotnik is at it again. But, this time he has managed to hide the six Chaos Emeralds from Sonic.

To find them, Sonic has to speed through six zones, each with three sub-stages and a boss at the end of each third stage.

There are two ways to play **Sonic Chaos**; you can choose to be either Sonic or Tails at game start. If you are Tails you cannot collect Chaos Emeralds and you cannot see the game ending, but you can use your Tail to fly around for short periods of time. If you choose Sonic, you effectively enter the hard mode and can do all the necessary things to finish the game.

There are lots of goodies and new moves for Sonic to do. He can collect jet boots and use them to fly for a short time, and there are also pogo pads for Sonic to bounce around on. The courses are a lot more tortuous and tricky than before. There is even a vertical version of Sonic 2's Moebius Strip to roll down.

To get a Chaos Emerald you have to first collect 100 rings and you are then automatically warped to the Chaos stage. Each of the six Chaos stages is different. Some of them are fiendishly cruel and tricky!

You have a limited time to find each Emerald. The stages vary from flying rocket shoes through massive rings to rolling around mind-numbing pipe sets!

If you do manage to collect all six Chaos Emeralds (and it's not easy) and get through all six stages, you are treated to a real gem of an end sequence. Yes, I claim to be the first person to crack **Sonic Chaos** in Europe! - VL.

FAST FAX

PUBLISHER: SEGA
PRICE: £35(MS) £30(GG)

GRAPHICS 80

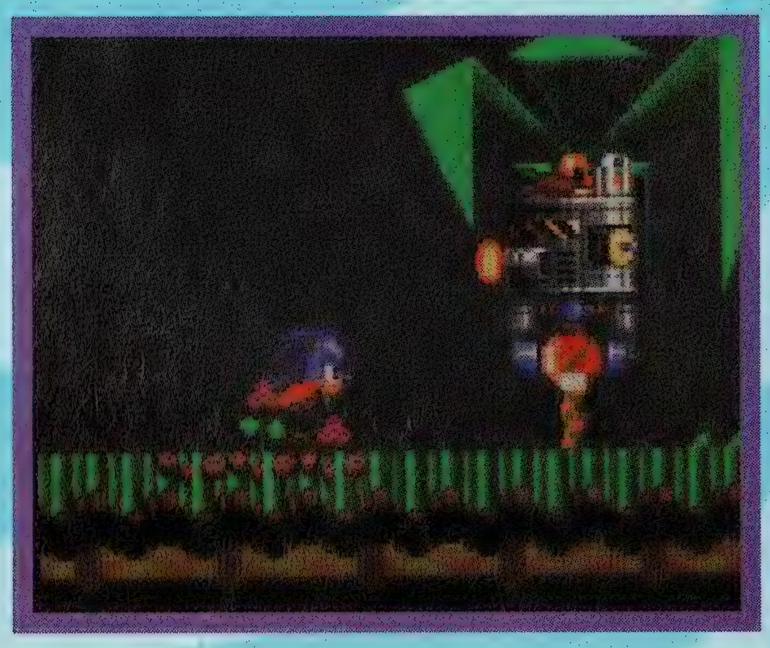
SOUND 75

PLAYABILITY 85

RAVES: Brilliantly playable and very challenging

GRAVES: Looks similar to previous Sonic games

OVERALL 85%



REVIEW

OTTIFANTS

game type: PLATFORM
1 PLAYER

MS

Ottifants is one of the first games to come fom Sega Europe, instead of Japan. It has been developed for the Sega Mega Drive, Master System and Game Gear (this review features the MS version).

Ottifants is based on a very famous German cartoon character. The storyline has little baby elephant Otto waiting for his dad to come home from work. Otto has a very vivid imagination and he sees his room and everything around him as a fantasy world.

In the game you have to guide baby Otto around some very colourful and dangerous scenes, collecting jellybabies and destroying, or avoiding nasties.

An original touch is that baby Otto can use his trunk to fire at the nasties around him. He can also use his trunk to suck objects towards him, and pick them up and drop them at will. There are some puzzles to solve as well.

The action is pretty hectic and you have to really learn where the safe spots are along the way. You also have to collect papers that have fallen from Otto's dad's briefcase.

Overall, **Ottifants** is a colourful romp with some great graphics and fun touches, like Otto doing some weird 'bottom wiggles' if you leave the joystick for a while! - VL.

FAST FAX

PUBLISHER: SEGA
PRICE: £30.00

GRAPHICS 80

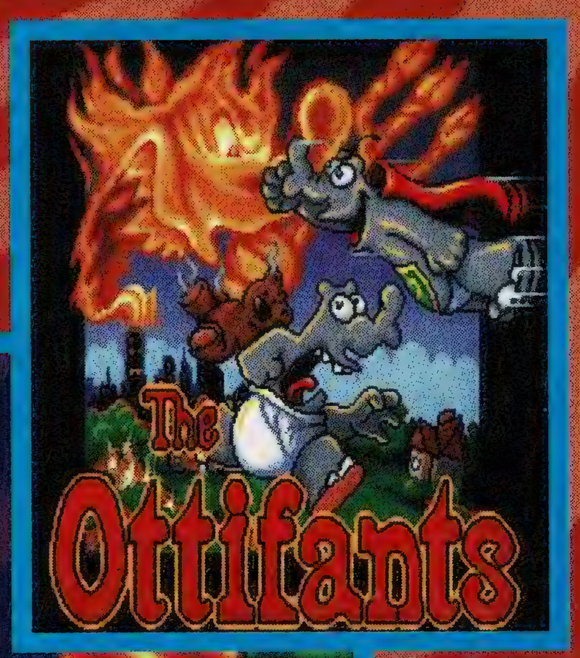
SOUND 65

PLAYABILITY 70

RAVES: Looks great

GRAVES: Lacks real addictive play

OVERALL 70%



REVIEW

B.O.B.

game type: PLATFORM
1 PLAYER

MD

Foley Hi-Tech Sytems, a development house, have recently been dreaming up new ideas for a game. After many hours, they came up with an alien with a very strange sense of humour known as B.O.B, they then promply sold the game to EA.

B.O.B. is a very lonely old chap. His car has crashed on Planet Groth, so he must find a new set of wheels to escape and reunite with his girlfriend, Lo. At present, though, he's on the planet on his lonesome, except, of course, for those nasty Groth people known as Denizens. They just want Groth for themselves and don't like any visitors!

The game starts with B.O.B. having three lives, a single shot-gun with fifty rounds and three remote trampolines. The basic idea is to travel through each level collecting items such as powerful weapons; different remotes and destroying the baddies, then jumping into the swirling teleporter to the next level.

With over forty-five levels to get through the game is pretty big. Unfortunately, big is not always beautiful. The graphics are very similar on each level making the game very boring to play.

I suggest you play **Jungle Strike** and then play this - it's hard to believe they are from the same company. Don't get me wrong, the game is a very nice platformer, but lacks many important factors to make it a winner - such as fun. - DG.

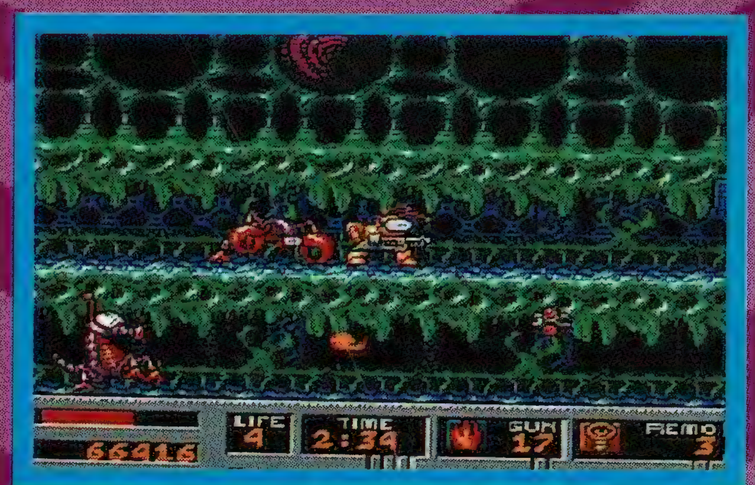
FAST FAX

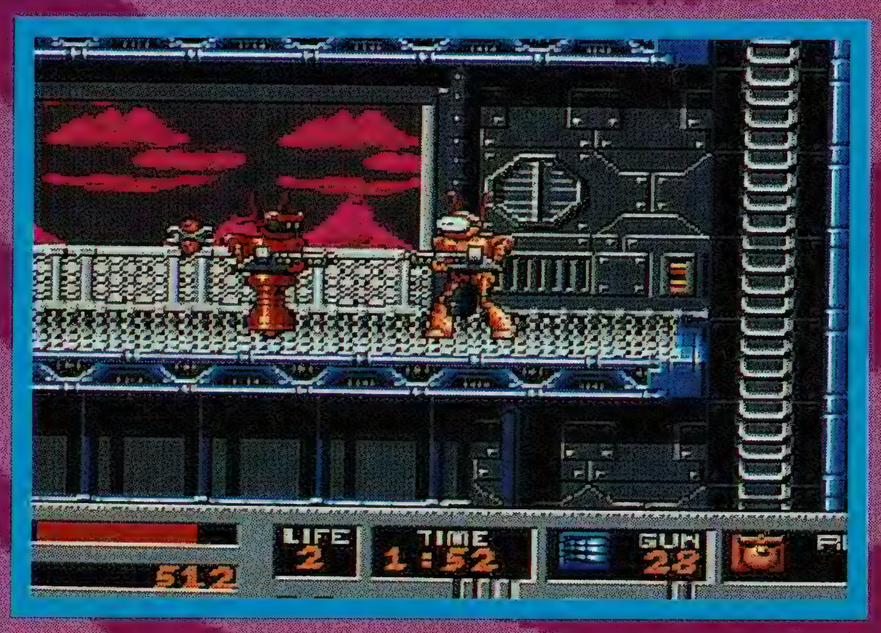
PUBLISHER: ELECTRONIC ARTS
PRICE: £39.99

GRAPHICS 72
SOUND 68
PLAYABILITY 76

RAVES: Loads of levels
GRAVES: Too repetetive

OVERALL 73%





ASTERIX

game type: PLATFORM
1 PLAYER

MD

Paf! Asterix The Gaul, star of countless superb French comic strips, arrives on the Sega scene.

At 16 Mb it is one of the bigger games around (all the more room to find those 'crazy' Romans!) and, not surprisingly for such a Euro superstar, features a multi-language option with French and German text.

On starting **Asterix** you can choose from either Asterix or Obelix as the character you want to play. You then have to work your way through each level collecting potions, taking out brutish nasties and solving puzzles.

Depending on which character you choose to play the scene varies. It's not just a case of the same scene with a different main sprite, the levels are *actually* different! Each character has their own special way of defending themselves. Asterix has a good old fashioned paf'em punch, while Obelix can do slam attacks with his big belly and can also thump his enemies.

The game is faithful to the French comic strip with the same presentation style, characters and action with 'Zap' and 'Paf' bubbles when Asterix hits his enemies.

FAST FAX

PUBLISHER: SEGA
PRICE: £45.00

GRAPHICS 85
SOUND 85
PLAYABILITY 70

RAVES: Brilliant presentation. Great sound
GRAVES: Gameplay dull in places

OVERALL 70%

Asterix on the Mega Drive has some of the best graphics you will ever see, plus tunes which have you humming away long after you stop playing the game. A very polished game for the seasoned platformer! - VL.

KID CHAMELEON

PART 6

SORRY, I CAN'T STOP TO TALK. I CAN'T EVEN STOP TO **THINK.**

I FINALLY TELEPORT SUZI OUT OF WILD SIDE AND GUESS WHAT HAPPENS. NOT ONLY DO I LOSE MY **IRON KNIGHT** PERSONA, BUT NOW I GOT A MANIC METAL MONKEY ON MY BACK. . .

CHAMELEON! **CHAMELEON!**

THIS IS SERIOUS. FOR THE FIRST TIME SINCE I ENTERED THE GAME, **I CAN'T TRANSFORM!**

HEY, WATCH THE HAIR, **BANANA BREATH!**

CHAMELEON!

FTOOM!

FTOOM!

BKKOW!

I'VE TAKEN SO MANY HITS FROM THIS BEAST. I'VE **LOST MY CHAMELEON POWERS.**

Script: Michael Cook **Art:** Brian Williamson/Steve White **Lettering:** Tom Frame

NOW IT'S JUST LITTLE OLD CASEY VERSUS THE BIG BAD MONSTER.

BDDOOM!

RAD SKATE FURY!

AND I WOULDN'T LIKE TO BET ON THE OUTCOME.

EXIT

ULP!

THDDAM!

IF I LOSE HERE, I'M NOT SURE IF I'LL EVER GET OUT OF THE WILD SIDE VIRTUAL REALITY.

HEY! NO-ONE LIKES A SMARTY PANTS!

THIS THING'S PULLING WEAPONS OUT OF THE AIR AND I'M GETTING TIRED AND I'M GETTING SLOW.

WHAT WOULD **RED STEALTH** DO IN THIS SITUATION? HOW WOULD **EYECLOPS** REACT?

I NEED **MICROMAX** SPECIAL POWERS OR **BERZERKER** SPECIAL STRENGTH.

THIS IS THE FINAL CHALLENGE. I'M DOWN TO MY OWN **WITS** AND MY OWN **NERVE**.

EAT THIS!

CHAMP!

NOW -- WHILE HE'S OFF-BALANCE...!

HOLD THAT POSE, UGLY!

SMAKK!

SAY GOODBYE, SUCKER!

TOTAL WIPEOUT!

YES! I'VE BEATEN THE GAME. NOW I'M OUT OF HERE!

MY CONGRATULATIONS, CHAMELEON. WITH THE GIRL, YOU ARE THE ONLY ONE TO LEAVE...

VWORP!

VWORP!

ONLY ONE? WHAT DO YOU MEAN?

GAME OVER.

WHERE IS SUZI? AND WHAT'S HAPPENED TO BRAD?

SUZI ?

IT'S LATE. HAD TO SLIP OUT OF THE ARCADE BY THE BACK WINDOW. THEY'D LOCKED UP FOR THE NIGHT.

DOWN THE STREET I FEEL THE WIND AND THE RAIN. REAL WEATHER AGAIN --NOT VIRTUAL SHOWERS OR DIGITAL BREEZE.

Sonic the comic

AND SUDDENLY, BACK IN THE SIDE STREETS, WILD SIDE DOESN'T SEEM NEARLY SO REAL. THE MONSTERS WERE JUST COMPUTER SPRITES. THE VOICE WAS SOME SPEECH SYNTHESISER. EVEN SUZI WAS ONLY A HOLOGRAM.

STATE OF THE ART. LIKE THEY SAID IN THE HYPE. BUT JUST A GAME.

POLICE

IF YOU'D JUST LIKE TO GIVE US SOME DESCRIPTION OF THE BOY...

WELL, HE'S ABOUT SO TALL. ALWAYS WEARS HIS SUNGLASSES --EVEN IN THE DARK...

BLESS THIS MESS

MUM? WHAT'S GOING ON?

CASEY! DO YOU KNOW WHAT TIME IT IS? I'VE BEEN WORRIED SICK!

I WAS DOWN THE ARCADE PLAYING WILD SIDE. IT'S NEW. IT'S INCREDIBLE.

OH, CASEY! NOT MORE MINDLESS VIDEO GAMES!

I JUST KIND OF LOST TRACK OF TIME...

AND DRAGGING **SUZI** INTO IT AS WELL. SHE DENIES IT, BUT DON'T TELL ME YOU HAVE NOTHING TO DO WITH HER STAYING OUT HALF THE NIGHT.

HALF THE NIGHT?

I'VE ONLY JUST GOT HERE. I WAS PLAYING WILD SIDE. IT WAS... STRANGE. I THOUGHT I WAS TRAPPED.

LIKE A **GOLDEN BIRD** IN A **NEON CAGE** ?

YEAH. HOW DID YOU--?

WELL, I'M REALLY SORRY TO HAVE BOTHERED YOU, CONSTABLE.

WE'RE JUST GLAD HE'S SAFE.

YOU HAVE TO LEARN, CASEY. HOW ARE YOU EVER GOING TO DEVELOP ANY INITIATIVE OR INTELLIGENCE IF YOU SPEND ALL YOUR TIME PLAYING COMPUTER GAMES!

I'M SORRY, MUM.

YOU JUST DON'T REALISE WHAT YOU'VE DONE TO ME AND SUZI'S PARENTS, DO YOU? AND I'M SURE BRAD'S MOTHER MUST STILL BE FRANTIC.

BRAD'S MOTHER?

BRAD'S MISSING TOO. YOU HAVEN'T SEEN HIM?

N-NO. NOT SINCE THIS MORNING...

THEN I WAS RIGHT. IT'S NO NORMAL GAME. IT'S EVIL AND SOMEHOW IT'S TRAPPED BRAD.

FAR AS I CAN SEE, THERE'S ONLY ONE WAY TO BEAT IT AND ONE PERSON TOUGH ENOUGH.

I'VE GOT TO GO BACK TO WILD SIDE.

ONLY THE BEGINNING! KID CHAMELEON RETURNS SOON!

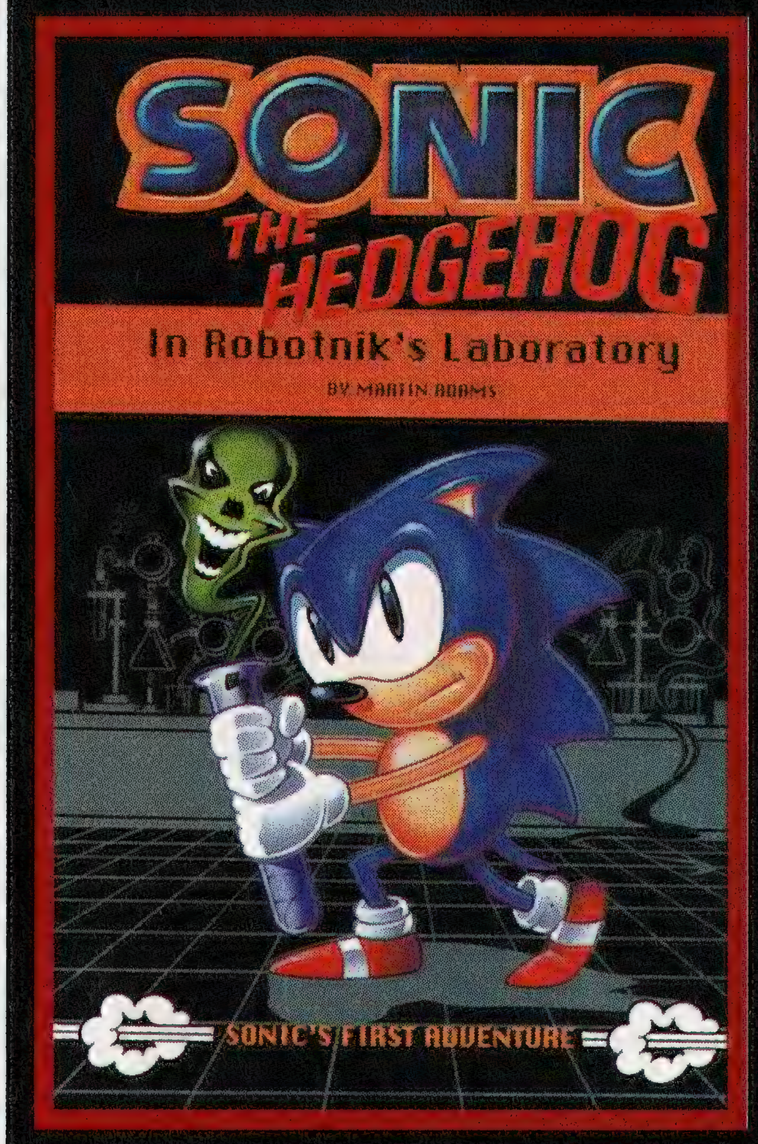
NEWS Zone

BOOK BLITZ!

Sega and Sonic reading matter from Virgin

Virgin Publishing (not be confused with Virgin Games, Virgin Interactive, Virgin Records or Virgin Cough Drops), has announced a new line of books catering for Sega and Sonic the Hedgehog fans alike.

The World's most famous blue hedgehog appears in two new novels; **Sonic The Hedgehog in Robotnik's Laboratory** and **Sonic The Hedgehog in The Fourth Dimension** (£2.99 each). Described as 'totally cool reading', these first two books will be followed by two more Sonic novels in November and January.



The Official Sega Mega Drive Power Tips Book 2 follows last year's mega-selling 'Power Tips' book with an all-new package of game hints and tips. Mega Drive games in this edition include *Cool Spot*, *Alien 3*, *Road Rash 2*, *Jungle Strike*, *Mortal Kombat*, *Sonic 2*, *Flashback* and about a zillion more. Superbly illustrated with full colour screen shots and maps throughout, this is the book for all you baffled gamesters. It costs £9.99.

More hints and tips, plus reviews of over 250 games for all the main Sega systems, can be found in **Mean Machines: The Essenetial Sega Guide**. This book, modestly describing itself as 'The Bible for Mega Drive, Mega CD, Master System and Game Gear owners', is excellent value for money. It costs £12.99 to buy but includes vouchers which will get you up to £30 off Sega games from Virgin.

These books are available at all good book and game shops but if you'd like to get your hands on them for free, keep your eyes on **Sonic The Comic!**

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• MEGA DRIVE •
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2
Extended-play features on five monster games
Get the word on SEGA's hottest games
300 colour screen shots, including multi-image at-a-glance level guides
100s of wicked cheats
ALL NEW GAMES

SONIC THE TV STAR!

Sonic and his pals get a tough new image as "The Freedom Team"!

Sonic's own TV show starts next week!

Sunday mornings are about to get interesting. From next week the animated adventures of a certain super-cool, blue hedgehog will be filling TV screens across the nation as Channel 4 begins the **Adventures of Sonic The Hedgehog**.

This series of half-hour animated shows originated in America features the ongoing battle between Doctor Robotnik and Sonic. Following events similar to those seen in STC's own **Sonic** series (though in no way connected with this comic), the storyline has Sonic with a price on his head and on the run from Robotnik's 'elite' Super Special Sonic Search and Smash Squad. However, he always has time to stop and help out his pals whenever they get in trouble.

The Adventures of Sonic The Hedgehog kicks off on Channel 4, Sunday 7th November at 9.30 am. Miss it not.

TV's 'new look' Robotnik. A change for the better?

THE SHOW IS GO!

FREE tickets to the year's biggest show!

The second Future Entertainment Show is less than two weeks away - and you could be there **free**, thanks to STC! We have 20 pairs of tickets to give away absolutely free of charge to the first 20 people who ask for them. But you've got to move fast. Scope out the details at the end of this item.

The Future Entertainment Show is Britain's biggest computer and video game show and is a must for all serious gamers.

Sega will be there, along with most of the big name companies. You'll be able to get your hands on the very latest and hottest games, take part in challenges, rub shoulders with celebs and a whole lot more. For example the Future Entertainment Show offers:-

• The world's largest video games arena. A 1,000 square metre area featuring top software houses and their newest products.

• The final of the European Sensible Soccer Championships with the winner receiving two tickets to a European match of their choice.

• The first International Computer Pinball Championships. First prize of a trip for two to the Consumer Electronics Show in Chicago.

• The National Computer Games Championship Final. £10,000 to the winner, £4,000 to the runner-up.

• Radio One FM and GamesMaster broadcasting live from the show.

• Major new hardware and software launches from the top companies.

The FES is on at the Grand Hall Olympia, London, from 11th - 14th November. Admission is by ticket only. Call the ticket hotline, 051 356 5085, for full details. BUT - you could get in for free. Read on...

NEWS

ELEPHANT OF STEEL!

Codemaster's new jumbo whopper

An elephant that's a mixture of Superman and Christopher Columbus? Is Codemasters serious? They seem to be since they have named their latest video game star Columbus Jumbo. C.J., as is he known to his friends, is said to be the bravest elephant ever to walk the Earth. He has featured on other machines before, but this is his first outing on Sega.

Kidnapped from his herd in Africa, the story goes, C.J. is imprisoned in an English zoo. He manages to escape and heads straight to London, where he dodges (among other things) overhead attacks from digestion troubled pigeons! Next, he's off to travel the world through six zones (each zone contains three levels), with the obstacle of defeating a chief fugitive at the end.

C.J. has to confront different enemies in each country. For example, in France he has to contend with snails and hopping mad frogs, while in Egypt he's up against evil mummies. However, this elephant has a special trick up his trunk to defeat them. After collecting an unlimited supply of peanuts, he blows them out his trunk at bullet-speed.

C.J. - Elephant Fugitive will be sticking his trunk into Game Gear's and Master Systems this November. A full **STC** review will appear in the near future to let you know if it's worth stampeding the shops!

RUSH! RUSH! RUSH!

20 PAIRS OF FES TICKETS TO GIVE AWAY FREE!

The organisers of The Future Entertainment Show (generous souls that they are) have given STC, 20 pairs of tickets to the show - which we want to give you - for free. Only problem is, there's not much time. The show opens on Thursday 11th November - so it's first come first served. Act now or it may be too late!

WHAT TO DO

Send a first class stamped, self-addressed envelope to: STC/FES FREEBIE, 25-31 TAVISTOCK PLACE, LONDON WC1H 9SU. This must arrive by Friday 5th November at the very latest. That's only six short days from the day this issue of STC goes on sale.

The first 20 requests pulled from the mailsack on that day will each receive a pair of admission tickets to The Future Entertainment Show, which will be immediately posted back to the sender in the SAE provided.

Remember: 1/ You must send a stamped self-addressed envelope (standard size). 2/ It must have a first class stamp already on it to be sure of the tickets reaching you in time.

Why are you still reading this? The clock's ticking. Get that SAE in the post this minute!

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Accessories

"Puts the game in a different league, Brian."

Script: Mark Millar Art: Peter Richardson Lettering: Tom Frame

AAA

TWO GOOD COPS RESIGNED FROM A CROOKED POLICE DEPARTMENT -- NOW ONE OF THEM MAY HAVE TO PAY WITH HIS LIFE.

STREETS OF RAGE

Part 6

WHAT'S THE MATTER, MAX? BREAK SOMETHING?

SOUNDED LIKE A FEW RIBS TO ME...OR MAYBE A LEG...OR A HIP.

HOW ABOUT YOUR HEAD, SCUM?

DAMN!

KRUNCH!

YOU'RE SLOWING DOWN, MAX.

YOU WERE FASTER IN THE OLD DAYS...

...WEREN'T YOU, 'PARTNER'?

OH MY LORD! MAX IS STILL IN THERE, AXEL!

WE'VE GOT TO HELP HIM!

WE CAN'T GO INSIDE, BLAZE, IT'S SUICIDE!

MAX HAS TO FIGHT THIS ONE ON HIS OWN!

TRY THIS, 'OLD BUDDY'!

KRAK!

NO!

THE PLANT SHUDDERS -- ITS FOUNDATIONS WEAK AND CRUMBLING.

DEEPER AND DEEPER THEY TUMBLE...

...INTO THE HEART OF THE MACHINE.

MY BACK!

THE CEILING!

MISSED US! DON'T WORRY, MAX! I'LL MAKE THIS QUICK!

WE'RE HEADING FOR THE SLAG-PIT, YOU CREEP!

THIS IS IT, MAX! THIS IS WHERE I SETTLE THE SCORE, MAX!

DON'T COUNT ON IT, SCUM! IF I CAN SHIFT THIS ROCK...

...THIS IS WHERE YOU GO FOR A HOT BATH!

NO, MAX! NOAAAAGH!

FIGURE I SHOULD HAVE DONE THAT YEARS AGO!

OVER THERE!

THERE'S SOMEONE COMING OUT OF THE FACTORY!

IT'S MAX!

MAX! YOU OKAY, BUDDY?

I'LL LIVE. THANKS A BUNCH FOR COMING FOR ME.

MAX HATCHET AND BLAZE FIELDING ARE UNDER ARREST, AXEL -- THEY'RE EX-POLICE OFFICERS AND THEY JUST BROKE THE LAW.

BUT YOU, YOU'RE **STILL** A COP, WISEGUY--

AND YOU'RE IN **BIG TROUBLE!**

CAPTAIN WYNDAM...

SHUT THE HELL UP!

WHUMMP!

UNGHH!

CONSIDER THAT MY **RESIGNATION**, FATBOY!

I QUIT!

WHAT ABOUT YOU, MURPHY? ARE **YOU** JOINING US

SORRY, BLAZE, IT'S NOT THAT EASY.

HERE, TAKE THIS, CAPTAIN--

MURPHY! YOU GOTTA BE KIDDING!

NO JOKE, BLAZE. I'M SORRY. I'VE GOT A WIFE AND KIDS BACK HOME TO THINK ABOUT!

YOU'RE A DISGRACE, MURPHY. A TOTAL LOSER--

TAKE IT EASY, BLAZE--

MURPHY'S A GOOD COP. HE'LL BE THERE IF WE EVER REALLY NEED HIM.

BESIDES, WE'RE GONNA NEED SOME CONTACTS IN THE POLICE DEPARTMENT ONCE WE REALLY GET STARTED.

WH-WHAT DO YOU MEAN, MAX?

ONCE WE GET INTO SOME REAL ACTION!

THIS WAS JUST A WARM-UP! LET'S HIT THOSE STREETS!

THE END--OR THE BEGINNING? COMING SOON--SKATES' STORY!

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Q Zone

Q&A SPECIAL

Welcome to another Q Zone Special. Once again, STC's Games Guru, David Gibbon has been pulled off the shelf to air his views on the barrage of questions fired Q Zone's way!

Mega Drive

ECCO THE DOLPHIN

Q Please could you give me advice on how to destroy the Skull on the Welcome To The Machine Level of **Ecco The Dolphin**, as I cannot get any further?
Mrs Nicky Outram (age 22), Rochdale, Lancs.

A It's great to see STC has a wide readership age (from four to ninety-four!) The final guardian isn't as tough as you might think though, Nicky. Just try this:

When the Skull appears, shoot each eye ten times using Ecco's Sonar. Then ram its Jaw at least three times. To finish it off, ram the side of the Skull several times. Also, make sure you kill the Squid swimming about, so they don't get in the way.

REVENGE OF SHINOBI

Q Do you have a cheat for **Revenge Of Shinobi** on the Mega Drive? Don't give me the infinite Shuriken cheat, as I already know that, but any other help would be greatly appreciated.
William McAsee, Millerston, Glasgow.

A How about a cheat that allows you to keep on gaining extra lives, William? OK, here goes:

While in the second stage of level four in the Motor Mill, it's possible to gain two lives while losing just one. Shoot at the base of the first conveyor belt using a double shoot, and spray jump. A special Musashi symbol will appear. Get onto the conveyor belt and allow it to carry you backwards off the end. You'll lose one life, but gain two. This can be repeated over and over again to build up a decent number of lives.

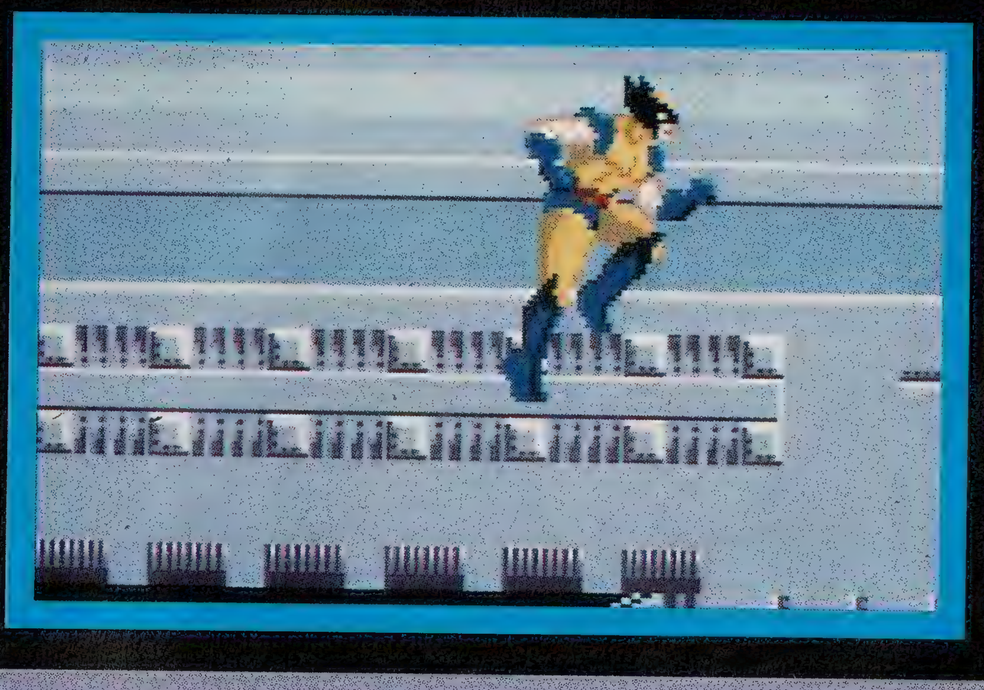
X-MEN

Q In STC issue five, you gave a tip for **X-Men** on the Mega Drive which allowed access to any level. I cannot find the access panel you mentioned. Please be more specific.
Andrew Daley, Eccles, Manchester.

A How sad, Andrew. I am sorry you couldn't find the access panel, but your wish is my command. For you and everyone else who missed it, I shall repeat the cheat:

When the screen shows 'Press Start Button', hold A, B, C and Down on controller one, then press Start. Now plug controller one into port two. When the picture of Magneto appears, press Start to play.

After you have selected your X-Man, go right to come to the access panel (see screenshot). Each tile represents a level. Just stand in front of your choice and press Down and C. An added bonus - if your health is running low during play - pause, then unpause the game to restore it fully!



FATAL FURY

Q My favourite game on the Mega Drive is **Fatal Fury**. Can you give me a cheat for infinite continues, please?
Ankit Patel, Tamworth, Staffordshire.

A Mmm, let me see, Ankit. You're looking for a cheat for this rather average beat-em-up. Ahh, here's one that gives infinite continues:

When you lose a game and the continue screen appears, press Up, A, B, and C together. Keep pressing them to increase your credits. See...all you had to do was ask!

SMASH TV

Q I cannot get very far with **Smash TV** on the Mega Drive. Please could you give me a level select as I'm desperate!
David Robson, Great Sutton, South Wirral.

A Calm down, David. Fortunately, I have a level skip to get to any of the levels in the game:

On level one, press Up, Down, Up, Down, Left, Right, and Left to leap up to the Mutoid man. Then, press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, and Down.

ROLO TO THE RESCUE

Q My mum bought me a Game Genie, but when I entered the code for **Rolo To The Rescue**, it didn't work. Do I need a special code to enter first? Please, please help.
Ashley Shurety, Leominster, Herefordshire.

A Sorry to hear you're having trouble, Ashley. But you are correct in thinking a master code must be entered first. Try this:

Start by entering: R19TR60L, then ACLAAAGJ, and AK6AAA3Y. You should now be invincible with infinite lives.

As a last resort, and for everyone else that owns **Rolo**, here is an ordinary key press cheat that gives you infinite everything, plus a level select: Wait for the title screen, then hold Up, Left, A, and C. Keep them held and press reset. Continue to press the same buttons, and after a few seconds press B.

Master System

BUBBLE BOBBLE

Q We are having real trouble with **Bubble Bobble** on the Master System. I have had the game for over a year, but still can't find the Red Mirror and the Key to get through the final round. Can you help?
Amy & James Jones, Rhodes, Middleton, and Andrew Brown, St James, Northampton.

A Still playing that old game eh? Well, I have two cheats, a Secret Room, and an answer to your problems! I' m just too good to you.

To make things much easier, start the game and lose all of your lives and continues. Now start a new game and you will find it much simpler to play. Bub will also have the holy water potion.

Enter the password: 3V35NLLE, for a level select.

Reset the game to enter the Secret Room, and select a one/two player start. On the first level, fire bubbles at the first three enemies, but don't burst them. When they turn red, fire bubbles at them again, and repeat fire. After a few seconds, a door will open revealing the hidden room.

The key is essential to Bub's progress. This can be found on level 115. Don't complete the level until a door has appeared. Kill the fire breathers and wait. Enter the door, and the Red Mirror will be yours. Jump through the bottom gap, and as you fall through the top, keep firing bubbles to encase the baddies.

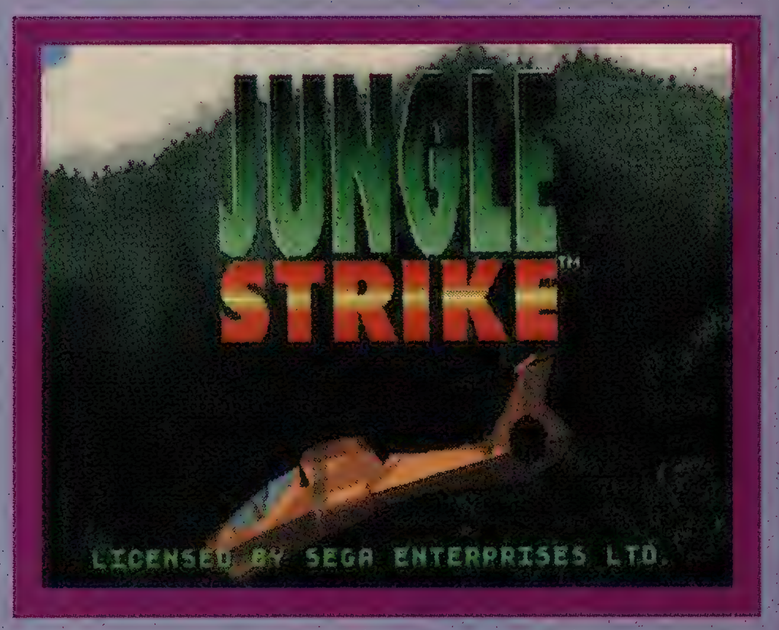
Head directly for the door, avoiding confrontation. On to level 195. Again, head straight for the door. Once through you will see the Green Mirror. Pick up the final icon to prepare for the final guardian.

JUNGLE STRIKE

Q I am getting **Jungle Strike** on the Mega Drive this Christmas as a present. Could you give me a cheat or level codes?
Paul Woodburn, Gateacre, Liverpool.

A Unfortunately, Paul, there are no cheats available as yet. How-ever, I can offer you a complete list of all the passwords:

LEVEL	PASSWORD
1	RXVWT74MYR7
2	9WT7NHCFVNY
3	X7NL4SHCYRN
4	VL4S6MGZBVP
5	WS6MHPZF9TJ
6	TMHPGCFDYRL
7	7PGCZJYK3XM
8	NCZJFD3BRWC



Game Gear

COLUMNS

Q I am having great difficulty as I recently bought **Columns** with the Game Gear. Could you give me a cheat?
Richard Thurman, Ilford, Essex, and Ashley Park, Co.Tipperary, Rep. of Ireland.

A Unfortuately, after searching through my thousands of cheats I still couldn't find one to make the game easier.

However, I have found an alternative ending:

Go to the flash mode and select a block starting height of nine. Choose your difficulty level and start the game. Now end the game. When the flash mode demo finishes, a different ending will follow.

Decap Attack

STARRING CHUCK D. HEAD!

PART 3

HERE WE CAN SEE A *VERY* IMPRESSIVE GOTHIC-STYLE LABORATORY.

NOTE HOW PROFESSOR *FRANK N. STEIN* AND HIS ASSISTANT, *IGOR*, ARE HELD PRISONER AND BEING FORCED TO CREATE AN ARMY OF THE UNDEAD.

HUH, WHO IS DAT?

LOOKS LIKE LOYD GROSSMAN TO ME...*

* IT DOESN'T LOOK MUCH LIKE HIM TO ME – MEGADROID.

SO, *WHO* WOULD LIVE IN A CASTLE LIKE THIS...

I'LL TELL YOU WHO LIVES IN A CASTLE LIKE THIS...

HUH?

...I DO!

ULP! MAX D. CAP...

SHOW MISTER GROSSMAN OUT WILL YOU PLEASE, BULLHEAD?

A PLEASURE BOSS!

URK!

AAAAGGHHH!!

HEY LOOK! *THAT'S* WHAT HAPPENED TO YOU, CHUCK!

LOOK, HEAD, IF THE FALL KILLED ME HOW COME...

THE PROFESSOR GAVE YOU THREE HEARTS. OF COURSE ONLY TWO ARE WORKING NOW – SO I'D TAKE CARE IF I WERE YOU!

Script and Art: Nigel Kitching **Lettering:** Steve Potter

WE'VE GOT TO GET BACK TO THE TOP OF THE CASTLE AND SAVE THE PROFESSOR FROM THE CLUTCHES OF THAT EVIL MAX D. CAP!

WHY?

BECAUSE THE PROFESSOR *CREATED* YOU, YOU'RE LIKE A SON TO HIM AND HE *DESERVES* YOUR HELP!

FORGET IT!

PLUS THE FACT THAT IF HE DOESN'T GIVE YOU YOUR ELECTRIC SHOCK TREATMENTS YOU'LL DIE.

SO WHAT ARE WE WAITING FOR? THE PROFESSOR *NEEDS* US!

DON'T WORRY DAD, *I'M COMING!*

SOON...

THAT WINDOW WILL TAKE US STRAIGHT INTO THE CASTLE CRYPT...

NOW IF ONLY WE CAN THINK OF SOME WAY TO BREAK THE BARS.

WELL, I'VE BEEN THINKING ABOUT THAT...

YOU... YOU *WOULDN'T...*

OH YES I *WOULD!*

YYAAAAAAA! I *FELT* THAT!

SPLANGG!

YOU REALLY LOVE DOING THAT, DON'T YOU?

WHO, ME?

TIME PASSES... QUICKLY.

HEY! WILL YOU LOOK AT *THIS!*

UH, CHUCK? I *REALLY* THINK YOU OUGHT TO LEAVE THAT ALONE.

STUPID PLACE TO LEAVE A STAKE. COULD HAVE SOMEBODY'S EYE OUT THAT COULD!

BUT... BUT... WHAT IF THE SKELETON BELONGS TO A V...*VAMPIRE?*

A VAMPIRE? ARE YOU OUT OF YOUR SKULL?

HEY, THAT WAS ALMOST A JOKE! *

**NOT IN MY OPINION – MEGADROID.*

RAAAAGHHHH!!

BLOOD! I NEED BLOOD!

BOY, THIS OUGHT TO LIVEN THINGS UP AROUND HERE!

YOU'RE IT!

'MAYBE IT'S A VAMPIRE', I SAID. BUT DO YOU EVER LISTEN? OH NO...

OH SHUT UP!

YEAH, MY KIND OF VAMPIRE!

EEK.

NO NECK? BUT VAMPIRES ALWAYS SUCK BLOOD FROM THE NECK. IT'S TRADITIONAL!

NO NECK? OH, I HAVE A NECK ALL RIGHT!

SEE?

YEEOW!

NOW THAT'S WHAT I CALL A NECK!!

*

*THE VERY OLD JOKE ABOUT HOW SOME PEOPLE CAN BE A PAIN IN THE NECK HAS BEEN REMOVED IN THE INTERESTS OF GOOD TASTE – MEGADROID.

HUH?

AAAARRGGH!

WHAT..?

MAYBE HE ATE SOMETHING THAT DISAGREED WITH HIM?

THERE'S NOTHING WRONG WITH MY BLOOD, MATEY!!

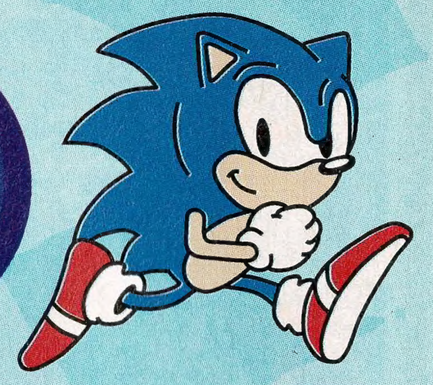
NOTHING WRONG... IT'S *PURPLE* FOR PETE'S SAKE!

SIGH. THEY JUST DON'T MAKE DECENT VAMPIRES LIKE THEY USED TO!

M.T.BOX

NEXT ISSUE : **DOOM AT THE TOP!**

SPEEDLINES



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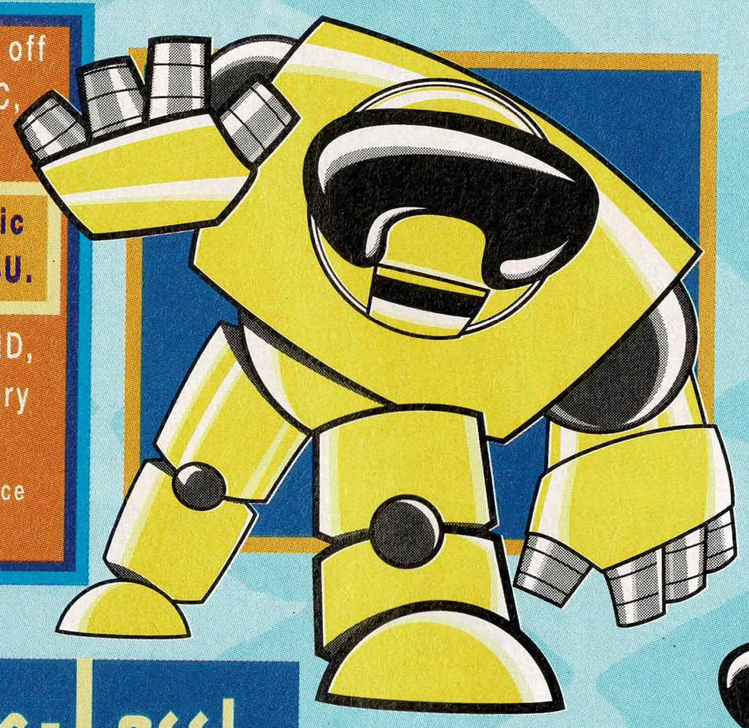
Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Wide-Eyed And Sonic-Less!

Dear STC,

Why did you say in issue seven that there was a possibility of STC doing a CHUCK ROCK strip? This is impossible because CHUCK ROCK is made by Virgin and STC is an official Sega comic.

William Evans, London. MD and GG owner. Sonic Water Fun Game Winner.

Well, William, although STC is an official Sega comic, the humes in charge are able to consider any characters that appear on Sega game systems. So keep watching these pages - there are big surprises to come.

Spot The Sega Player!

One of these Sega players is Richard Clayton of Leicester... and the other is not! Spot the difference? (don't write in!) Both Boomers win Sonic Water Fun Games, but the hairy guy in the black T-shirt must send in his name, address and paw print to claim the prize.

Splashing Times!

Dear STC,

The first time I read STC was issue seven. I thought it was excellent and I wondered if it would be possible to make a strip about ECCO THE DOLPHIN. Also, could you tell me if it is hard to make comics?

Johnathan Heald, Leeds. Sonic Water Fun Game Winner.

You and thousands of others, Johnathan, have all been asking for ECCO, so stand by to see him surface in the next issue. To answer your last question, I'm sure the humes involved would have you believe that it's tough making comics, but they should try being a droid for a day. They'd really find out what real work is!

Son Of Oldfash?!

Dear STC,

I will not bore you with "I've been a reader since issue one..." because I haven't. Rather, I am the brother of someone who is the real fan. Anyway, I have a theory as to who Mr Oldfash (STC no. 1) is: just a wizened old couch potato who hates both video games and comic strips. Mind you, I can see where he's coming from. No offence, but your reviews are not as detailed as others - and you have no previews at all. Er, well that's it actually. P.S. Please print this letter because I haven't been famous in my entire life!

Jonathan Hursthouse, Weymouth, Dorset. Sonic Water Fun Game Winner.

Infamous would be more appropriate, Jonathan. Are you sure you're not another hume-version of a wizened young couch potato?!

One Track Mind!

Dear STC,

I used to like The Dandy until I saw STC in my newsagents. I thought it looked so brill that I read it all the way home. When I got there, I tripped over the dog and landed on the couch.

Anthony Laven, Liverpool. Sonic Water Fun Game Winner.

At least there was a soft landing, proving you're a lot luckier than the dog!

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SCORE/ACHIEVEMENT

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GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 12 OF STC?

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